

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device having a bonus game comprising:

a plurality of groups of symbols;

a plurality of bonus values associated with the symbols;

at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group outcome including a change group outcome and a plurality of the bonus values in said group;

at least one termination outcome associated with at least one of the symbols in at least one of the groups;

an achievement outcome;

a display device which displays the symbols; and

a processor in communication with the display device, which: (a) enables a player ~~one~~ to select at least one symbol in each said group one of said groups; (b) provides the player with any ~~the~~ bonus values associated with the selected symbol ~~symbols;~~ (c) provides the player with the win-group ~~outcomes~~ outcome if the player picks the symbol including said win-group outcome associated with the selected symbols; (d) changes to another of said groups of symbols based on the change group outcome associated with said win-group outcome and repeats (a) to (d) for said another group if the player picks the symbol including said win-group outcome; ~~(d)~~ (e) terminates the bonus game if the player picks any ~~selection~~ symbol having the termination outcome; and ~~(e)~~ (f) provides the player with the achievement outcome if the

player picks at least one ~~selection~~ symbol in each of said groups ~~group~~ without picking any symbol ~~selection~~ having the termination outcome.

Claim 2 (original): The gaming device of Claim 1, which includes a win-group outcome associated with at least one of the symbols in a plurality of the groups.

Claim 3 (original): The gaming device of Claim 1, which includes a win-group outcome associated with at least one of the symbols in each of the groups.

Claim 4 (original): The gaming device of Claim 1, wherein the win-group outcome includes all of the bonus values associated with the symbols in said group.

Claim 5 (original): The gaming device of Claim 1, wherein the win-group outcome includes all of the bonus values associated with the symbols in said group not previously selected by the player.

Claim 6 (original): The gaming device of Claim 1, which includes a termination outcome associated with at least one of the symbols in a plurality of the groups.

Claim 7 (original): The gaming device of Claim 1, which includes a termination outcome associated with at least one of the symbols in each of the groups.

Claim 8 (currently amended): A gaming device having a bonus game comprising:

a plurality of groups of symbols;

a plurality of bonus values associated with the symbols;

at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group outcome including a change group outcome and a plurality of the bonus values associated with the symbols in said group;

at least one termination outcome associated with at least one of the symbols in at least one of the groups;

a display device which displays the symbols; and

a processor in communication with the display device, which: (a) enables a player to select at least one symbol ~~symbols~~ in one of said groups; (b) provides the player with any ~~the~~ bonus values associated with the selected symbols; (c) provides the player with the win-group ~~outcomes~~ outcome if the player picks the symbol including said win-group outcome associated with the selected symbols; (d) changes to another of said groups of symbols based on the change group outcome associated with said win-group outcome and repeats (a) to (d) for said another group if the player picks the symbol including said win-group outcome; and ~~(d)~~ (e) terminates the bonus game if the termination outcome is associated with one of the selected symbols.

Claim 9 (original): The gaming device of Claim 8, which includes a termination outcome associated with at least one of the symbols in a plurality of the groups.

Claim 10 (original): The gaming device of Claim 9, which includes an achievement award provided to the player if the player selects at least one symbol in each group without selecting one of the symbols having an associated termination outcome.

Claim 11 (original): The gaming device of Claim 8, which includes a termination outcome associated with at least one of the symbols in each of the groups.

Claim 12 (original): The gaming device of Claim 11, which includes an achievement award provided to the player if the player selects at least one symbol in each group without selecting one of the symbols having an associated termination outcome.

Claim 13 (currently amended): A gaming device having a bonus game comprising:

a plurality of groups of symbols;

a plurality of bonus values associated with the symbols;

at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group outcome including a change group outcome and a plurality of the bonus values in said group;

at least one separate change group ~~move~~ outcome associated with at least one of the symbols in at least one of the groups;

a display device which displays the symbols; and

a processor in communication with the display device, which: (a) enables a player to select at least one symbol ~~symbols in one of~~ said groups; (b) provides the player with the bonus values associated with the selected symbols; (c) provides the player with the win-group ~~outcomes~~ outcome if the player picks the symbol including said win-group outcome associated with the selected symbols; (d) changes to another of said groups of symbols based on the change group outcome associated with said win-group outcome and repeats (a) to (d) for said another group if the player picks the symbol including said win-group outcome; and ~~(d) (e) prevents the player from selecting additional symbols from one of the groups~~ changes to another of said groups of symbols based on the change group outcome associated with at least one of the symbols and repeats (a) to (d) for said another group when one of the separate change group outcome ~~move outcomes~~ is associated with the selected symbol ~~one of the symbols in said group which is selected by the player.~~

Claim 14 (currently amended): The gaming device of Claim 13, wherein a separate change group ~~move~~ outcome is associated with at least one of the symbols in a plurality of the groups.

Claim 15 (currently amended): A gaming device having a bonus game comprising:

a plurality of groups of symbols;

a plurality of bonus values associated with the symbols;

at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group including a change group outcome and a plurality of the bonus values in said group;

a termination outcome associated with the symbols or bonus values associated with the symbols in at least one group;

a memory device which stores the bonus values, the win-group outcomes and the termination outcome;

a display device which displays the symbols; and

a processor in communication with the memory device and the display device, which: (a) enables a player to select at least one symbol in ~~each~~ one of the groups; (b) provides the player with the bonus values associated with the selected symbols; (c) provides the player with the win-group ~~outcomes~~ outcome if the player picks the symbol including said win-group outcome associated with the selected symbols; (d) changes to another one of said groups of symbols based on the change group outcome associated with said win-group outcome and repeats (a) to (d) for said another group if the player

picks the symbol including said win-group outcome; and (e) terminates the bonus game when said termination outcome occurs.

Claim 16 (original): The gaming device of Claim 15, wherein the termination condition is a predetermined number of symbols selected by the player.

Claim 17 (original): The gaming device of Claim 15, wherein the termination condition is a predetermined total accumulation of bonus values provided to the player.

Claim 18 (original): A gaming device having a bonus game comprising:

a plurality of groups of symbols;

a plurality of bonus values associated with the symbols;

at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group outcome including a plurality of the bonus values associated with the symbols in said group;

a display device which displays the symbols; and

a processor in communication with the display device, which: (a) enables a player to select symbols in said groups; (b) provides the player with the bonus values associated with the selected symbols; (c) provides the player with the win-group outcome and terminates the bonus game when the win-group outcome is associated with a selected symbol.

Claim 19 (currently amended): The gaming device of Claim 17 ~~18~~, wherein the processor displays the bonus values associated with a selected symbol after the processor determines that the selected symbol is associated with a win-group symbol.

Claim 20 (currently amended): The gaming device of Claim 17 ~~18~~, which includes an additional award provided to the player if the player selects at least one symbol in each group without selecting one of the symbols having a win-group outcome.

Claim 21 (currently amended): A gaming device having a bonus game comprising:

- a plurality of selection groups;
- a plurality of symbols in each selection group;
- a plurality of bonus values associated with the symbols in each selection group;
- at least one win-group outcome associated with one of the symbols in each selection group, wherein each win-group outcome includes a change group outcome and at least one of the bonus values associated with the symbols in each selection group;
- an achievement bonus value;
- a display device which displays the selection groups and the symbols; and
- a processor in communication with the display device, which: (a) enables a player to select at least one symbol in ~~symbols one of in~~ said groups; (b) provides the player with the bonus values associated with the selected symbols; (c) provides the player with the win-group ~~outcomes~~ outcome if the player picks the symbol including said win-group outcome ~~associated with the selected symbols;~~ (d) changes to another

of said selection groups based on the change group outcome associated with said win-group outcome and repeats (a) to (d) for said another selection group if the player picks the symbol including said win-group outcome; and ~~(d)~~ (e) provides the achievement bonus value to the player if the player selects at least one symbol in each of ~~the selection~~ said selection groups without obtaining a termination outcome in said bonus game.

Claim 22 (original): The gaming device of Claim 21, wherein the win-group outcome in each selection group include all of the bonus values associated with the symbols in said selection group.

Claim 23 (original): The gaming device of Claim 21, wherein the win-group outcome in each selection group includes the bonus values associated with the symbols in said selection group not previously provided to the player.

Claim 24 (currently amended): A gaming device having a bonus game comprising:

a plurality of selection groups;

a plurality of symbols in each selection group;

a plurality of bonus values associated with the symbols in each selection group;

at least one win-group outcome associated with one of the symbols in each selection group, wherein each win-group outcome in each selection group includes a change group outcome and all of the bonus values associated with the symbols in said selection group;

at least one termination outcome associated with one of the symbols in each selection group;

a display device which displays the selection groups and the symbols; and

a processor in communication with the display device, which: (a) enables a player to select at least one symbol ~~symbols~~ in one of said selection groups; (b) provides the player with any ~~the~~ bonus values associated with the selected symbols; (c) provides the player with the win-group ~~outcomes~~ outcome if the player picks the symbol including said win-group outcome associated with the selected symbols; (d) changes to another of said selection groups based on the change group outcome associated with said win-group outcome and repeats (a) to (d) for said another selection group if the player picks the symbol including said win-group outcome; and ~~(d)~~ (e) terminates the bonus game if said termination outcome is associated with one of the selected symbols.

Claim 25 (currently amended): A method of providing a bonus game in a gaming device, said method comprising the steps of:

- (a) triggering a bonus game;
- (b) displaying a plurality of groups of symbols to a player;
- (c) associating a plurality of bonus values with the symbols;
- (d) associating at least one win-group outcome with at least one of the symbols in at least one of the groups;
- (e) associating a change group outcome and a plurality of the bonus values in said group with the win-group outcome;
- (f) enabling the player to select at least one symbol ~~symbols~~ in one of said groups;
- (g) providing the player with said bonus values associated with the selected symbols;
- (h) providing the player with any ~~the~~ win-group ~~outcomes~~ outcome associated with the selected ~~symbols~~ symbol if the player picks the symbol including said win-group outcome;
- (i) changing to another of said groups of symbols based on the change group outcome associated with said win-group outcome if the player picks the symbol including said win-group outcome;
- (j) repeating steps (a) to (i) until ~~terminating the bonus game when~~ the player picks a symbol having an associated terminator; and

- (k) providing an achievement bonus to the player if the player picks one of the symbols in each of said groups ~~group~~ without selecting a symbol having an associated terminator in any group.

Claim 26 (original): The method of Claim 25, which includes the step of associating the win-group outcome with all of the bonus values which are associated with symbols in said group.

Claim 27 (new): A gaming device having a bonus game comprising:

- a plurality of groups of symbols;
- a plurality of bonus values associated with the symbols;
- at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group including a plurality of the bonus values in said group;
- a termination outcome associated with at least one of the symbols or bonus values associated with the symbols in at least one group, wherein the termination outcome is a predetermined total accumulation of bonus values provided to the player;
- a memory device which stores the bonus values, the win-group outcomes and the termination outcome;
- a display device which displays the symbols; and
- a processor in communication with the memory device and the display device, which: (a) enables a player to select at least one symbol in each of the groups; (b) provides the player with any bonus values associated with the selected symbols; (c) provides the player with the win-group outcome if the player picks the symbol including said win-group outcome; (d) terminates the bonus game when said termination outcome occurs; and (e) provides an additional award to the player when the player selects at least one symbol in each of the groups without selecting one of the symbols having a win-group outcome.

Claim 28 (new): The gaming device of Claim 27, wherein the win-group outcome includes all of the bonus values associated with the symbols in said group.

Claim 29 (new): The gaming device of Claim 27, wherein the win-group outcome includes all of the bonus values associated with the symbols in said group not previously selected by the player.

Claim 30 (new): The gaming device of Claim 27, which includes an achievement award which is provided to the player when the player selects at least one symbol in each group without selecting one of the symbols having an associated termination outcome.

Claim 31 (new): The gaming device of Claim 27, wherein a separate change group outcome is associated with at least one of the symbols in a plurality of the groups.

Claim 32 (new): A method of providing a bonus game in a gaming device, said method comprising the steps of:

- (a) triggering a bonus game;
- (b) displaying a plurality of groups of symbols to a player;
- (c) associating a plurality of bonus values with the symbols;
- (d) associating at least one win-group outcome with at least one of the symbols in at least one of the groups;
- (e) associating a plurality of the bonus values in said group with the win-group outcome;
- (f) enabling the player to select symbols in said groups;
- (g) providing the player with said bonus values associated with the selected symbols;
- (h) providing the player with the win-group outcome associated with the selected symbol when the player picks the symbol including said win-group outcome; and
- (i) terminating the bonus game when any win-group outcomes are associated with a selected symbol.

Claim 33 (new): The method of Claim 32, which includes displaying the bonus values associated with a selected symbol after determining that the selected symbol is associated with a win-group symbol.

Claim 34 (new): The method of Claim 32, which includes providing an additional award to the player if the player selects at least one symbol in each group without selecting one of the symbols having a win-group outcome.

Claim 35 (new): The method of Claim 32, which includes operating the gaming device through a data network.

Claim 36 (new): The method of Claim 35, wherein the data network is an internet.

Claim 37 (new): The method of Claim 25, which includes operating the gaming device through a data network.

Claim 38 (new): The method of Claim 37, wherein the data network is an internet.